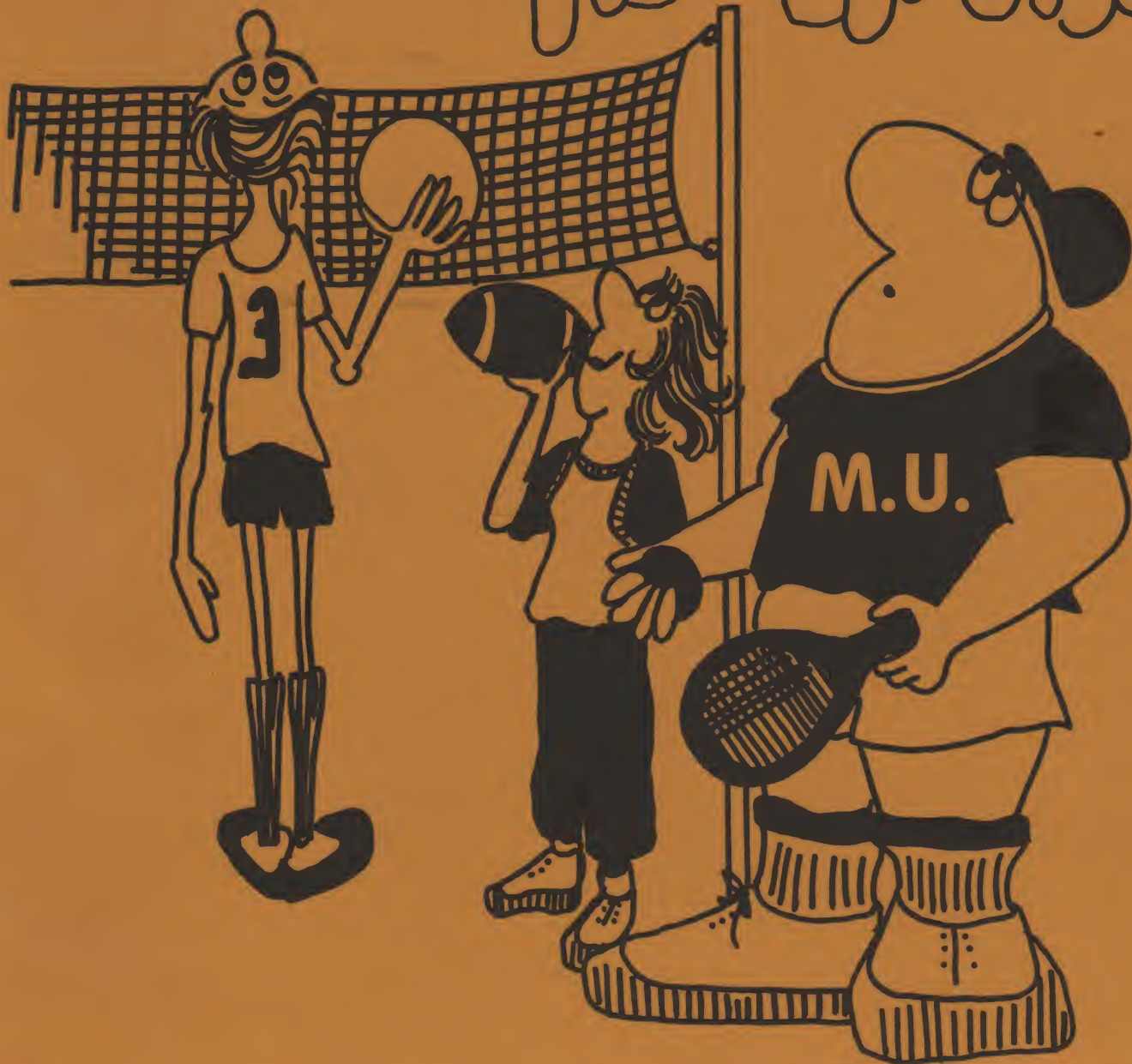




Interamural Recreation



INTRAMURAL RECREATION ACTIVITIES

FALL 1986

	MEN	WOMEN	CO-ED
INNERTUBE WATERPOLO	X	X	X
FLAG FOOTBALL	X	X	X
VOLLEYBALL	X	X	X
6 PLAYER SOCCER	X	X	
TENNIS	X	X	X
SOFTBALL	X	X	X
BASKETBALL	X		

SPRING 1987

BASKETBALL	X	X	X
BADMINTON	X	X	X
FREE THROW SHOOTING	X	X	
HOT SHOT JUMP SHOT	X	X	
SOFTBALL	X	X	X
VOLLEYBALL		X	X
INDOOR SOFTBALL	X	X	X
INNERTUBE WATERPOLO	X	X	X

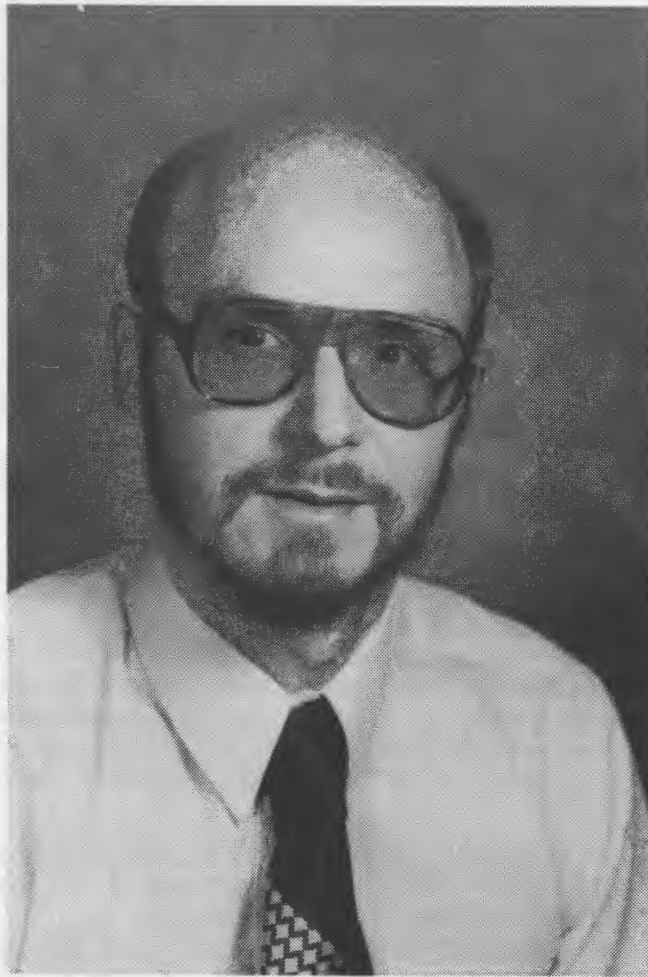
Mansfield University is committed to assuring equal opportunity to all persons regardless of race, color, religious creed, affectional or sexual preference, handicap, ancestry, national origin, union membership, age or sex, in accordance with State and Federal laws including Title VI of the Civil Rights Act of 1964; and Title IX of the Educational Amendments of 1972 and Section 504 of the Rehabilitation Act of 1973. Please direct all inquiries to the Federal Compliance Office, Ann Good, Room 131, Alumni Hall Mansfield University, Mansfield, PA 16933 or call 717 662-4051.

THE INTRAMURAL RECREATION DEPARTMENT RECEIVES FUNDING FROM THE STUDENT GOVERNMENT ASSOCIATION

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1985-86 INTRAMURAL RECREATION STUDENT EMPLOYEES



Dear Mountain Folk,

The Intramural Recreation Department provides a program of activities in both team and individual sports to meet some of the many interests of our students. It is a program based on participation, enjoyment and a wholesome use of your leisure hours while at Mansfield University.

I would like to invite those who have participated in the program last year to become even more involved this year. I encourage our new students to join in the fun by becoming an active and enthusiastic participant.

Thanks go out to all of last year's student employees for job well done. Special thanks are extended to Jennifer Golomb, Valerie Kemmer, Darlene Nester and Deborah Cook for their work in the office in making the program run smoothly.

Sincerely,

A. Hugh Schintzius
Director of Intramural Recreation

INTRAMURAL RECREATION OFFICE

G-12, Decker Gymnasium

Phone Ext - 4441, Off Campus - 662-4441

DECKER LOBBY EQUIPMENT CAGE

Phone Ext. - 4101, Off Campus - 661-4101

INTRAMURAL ADVISORY BOARD

A. Composition

- 1 member from each of the residence halls.
- 1 member from Pan Hellenic.
- 1 member from Inter Fraternity Council.
- 1 student secretary or student coordinator
- The Director of Intramural Recreation (chair)

B. Purpose

1. Assist in publicity and promoting participation in Intramurals.
2. Serve as liaison between the Intramural Office and the residence halls, campus organizations, etc.
3. Other functions as deemed necessary and appropriate

INTRAMURAL RECREATION BULLETIN BOARDS

All information regarding Intramural Recreation (entry deadlines, league/tournament schedules and standings, etc.) will be posted on bulletin boards at the following locations:

- A. Outside the Intramural Office on the ground floor of Decker Gym
- B. On the right entrance wall going from the lobby into the gym.
- C. In the Manser lobby area.

It is not the critic who counts;
and not the man who points out how the strong man stumbled
or where the doer of deeds could have done them better.
The credit belongs to the man who is actually in the arena;
whose face is marred by dust and sweat and blood;
who strives valiantly; who errs and comes short again and again:
who knows the great enthusiasm, the great devotion,
and spends himself in a worthy cause;
who, at the best, knows the triumph of high achievement;
and who, at the worst, if he fails, at least fails while daring
so that his place shall never be with those cold and timid souls
who know neither victory nor defeat.

— Theodore Roosevelt

REGULATIONS FOR THE USE OF DECKER GYM AND THE RECREATION CENTER

- A. The use of Decker Gym and the Recreation Center is restricted to Mansfield University students, faculty, and staff and authorized guests.
- B. Only full-time students, faculty and staff may bring a guest and must accompany their guest.
- C. Children of faculty and staff must be accompanied by their parent if under 15.
- D. Any facility user may be asked to produce identification verifying that they are a student, staff or faculty member.
- E. All appropriate University regulations governing hours of operation and use apply as well.

RACQUETBALL/HANDBALL COURTS (Located in Rec Center)

- A. Equipment (racquets, gloves, balls) are available for sign out at the equipment cage in the lobby of Decker Gym, and the campus Police Department Office.
- B. During "open gym" hours, the courts may be set up by obtaining the wheelbar and racquets/balls from the Police Department Office.

RECREATIONAL (OPEN) SWIMMING

- A. Eligibility
The use of Decker Pool for recreational swimming is limited to Mansfield University students, faculty, non-instructional personnel and their families/selected guests.
- B. Hours
 - 1. Recreation (open) swim hours will be posted on the glass doors to the pool and bulletin boards.
 - 2. Hours will vary and be scheduled around varsity sports and intramural schedules.
 - 3. During innertube water polo/water basketball, recreation swim will be restricted to shallow end of the pool.
- C. Pool Regulations
 - 1. You must present a valid Mansfield University I.D. Card to the lifeguards to enter the pool.
 - 2. ONLY Mansfield University students, faculty, staff and their guests.
 - 3. Student, faculty or staff children under 12 years of age MUST be accompanied by a parent IN bathing suit at pool side.
 - 4. Everyone must take a shower before entering the pool.
 - 5. Swimming widths is allowed between 25 and 45 foot markers.
 - 6. One person on a diving board at a time.
 - 7. The fulcrum on the high board must be kept in forward position.
 - 8. The following are PROHIBITED:
 - a. diving or racing starts in the shallow end
 - b. sitting/standing on the safety rope across the shallow end
 - c. gum or tobacco chewing
 - d. wearing gym shorts or cut-offs.
 - e. running or pushing in the pool area.
 - f. smoking, drinking or eating in the pool area or balcony
 - g. wearing of hair-pins or band-aids

- h. towel snapping
- i. use of inflatable toys, balls, etc.
- j. use of swim fins, face mask or snorkel
- k. wearing street shoes or clothes in the pool area
- l. floating or swimming under diving boards
- m. hanging from the diving boards
- n. seat drops or, hand stands off either diving board

PERSONS NOT COMPLYING WITH THESE REGULATIONS OR DIRECTIONS FROM THE GUARDS ARE SUBJECT TO BEING BARRED FROM USING THE POOL AND GYM FACILITIES.

HEALTH/ACCIDENT INSURANCE

- A. All participants in Intramural Recreation activities are strongly urged to have health insurance. If you do not, information is available at the Vice President for Student Services Office (room 120 in Pinecrest).
- B. All individuals who plan to participate in Intramural Recreation activities should be in good health.
- C. All participants, namely faculty, non-instructional personnel and spouses, who have not been physically active for some time are strongly urged to have a medical check-up before participating in any Intramural Recreation activity.

INJURIES

- A. The Intramural Recreation Department and Mansfield University assumes no responsibility for injuries or damage to eyeglasses incurred while participating in Intramural Recreation activities. Individuals are reminded that your participation is entirely VOLUNTARY.
- B. All injuries should be reported to the game officials/tournament managers before leaving the field/court of play.
- C. No attempt to move an injured player should be made by anyone if the person appears to be suffering from a serious injury to the head, neck, back or limbs.
- D. If an injury appears to be of a serious nature, the game official or supervisor on duty will arrange for transportation.
- E. The Director of Intramural Recreation should be informed of ALL injuries as soon as possible.
- F. All injuries should be reported to the health center as soon as possible to insure being covered by your insurance policy.

STUDENT EMPLOYMENT OPPORTUNITIES

A. Office Staff

1. Students working in the office shall assist the Director in preparing schedules, tournament regulations, game materials, etc.
2. Qualifications:
 - a. An interest in Intramural Recreation activities.
 - b. The ability to assume responsibilities in the Intramural Recreation Office in the absence of the Director.
 - c. The ability to type.
 - d. A relatively free afternoon and evening class/activity schedule.
 - e. A good sense of humor.

B. Officiating

1. Officiating Intramural Recreation activities is a responsibility and a privilege. Students may earn needed money while at the same time gain valuable experience that may aid them in obtaining their officials rating for high school/college athletics.
2. It is the desire of the Director to secure the best qualified student officials for the program
3. Students (male and female) desiring to officiate the following activities should inquire at the Intramural Office early in the school year:
 - softball
 - flag football
 - volleyball
 - innertube water polo
 - soccer
 - basketball
4. Prospective student officials may obtain copies of Intramural Recreation tournament rules prior to the clinic/training sessions.
5. Pre-tournament clinic/training sessions will be conducted and prospective officials are required to attend.
6. Whistles and officials shirts are provided for student officials when appropriate.

C. Lifeguards

1. Student guards are utilized during evening and weekend hours for recreational swim hours.
2. Individuals desiring employment must have a valid W.S.I. or Senior Life saving Card and should inquire at the Intramural Recreation Office.

"Nature requires that we should be able, not only to work well, but to use leisure well. Leisure is the first principle of all action and so leisure is better than work and is its end. As play, and with it rest, are for the sake of work, so work, in turn, is for the sake of leisure."

--Aristotle

INTRAMURAL REGULATIONS AND POLICIES

I. ELIGIBILITY

A. Students

All currently enrolled students at Mansfield University who have paid the student activity fee for that semester are eligible to participate in all Intramural Recreation activities assuming all other eligibility requirements have been fulfilled.

B. Faculty/Staff and Spouses

All current Mansfield University faculty/staff and the spouses of current faculty/staff and students are eligible to participate in all Intramural Recreation Activities assuming all other eligibility requirements have been fulfilled.

C. Varsity and Freshmen Athletes

1. Varsity, junior varsity and freshmen athletes who are listed on the current team roster by the head coach in the following sports are not eligible to participate in these related intramural recreation activities during that academic year.

<u>Sport</u>	<u>Related Intramural Activity</u>
baseball	softball
basketball	basketball
	free throw shooting/hot shot
cross-country	cross-country
football	flag football
tennis	tennis

2. Athletes who are dropped from, or who quit the squad after the first game/contest/match of the season for academic or other reasons are ineligible to participate in the related intramural recreation activity for the remainder of that academic year.

D. Ex-athletes

Student-athletes who have completed their four (4) years of eligibility in a sport are eligible to participate in that Intramural (or related) activity in which they lettered.

E. Recruited Student-Athletes

A student-athlete recruited for a specific sport, who is ineligible to compete for academic reasons and who continues to practice with the varsity or junior varsity (freshmen) team after the first game/match of the season is ineligible to participate in that intramural or related activity during that academic year.

F. Professionalism

An individual who would be barred from intercollegiate athletics because of professionalism shall be ineligible to participate in those related intramural recreation activities in which amateur status has been broken.

G. One Team

1. An individual may represent only one team in any intramural activity. If an individual's name is found on two team rosters, he/she will be considered a member of the team for which he/she first participated.
2. After once playing for a team, an individual may not transfer to another team for the remainder of the tournament/league.

H. Play-off Eligibility

In order to participate in the play-offs, an individual must have participated in at least one-third (33%) of the regular league games.

I. Unsportspersonlike Conduct

1. Any individual who is removed from the game by the official in charge, the game supervisor or the director, shall be ineligible to participate in his/her team's games on the next two dates of play. The individual under no circumstances may participate on those two dates. If the individual participates in so much as one (1) play, all play shall stop and the game shall be declared forfeit to the opposing team.
2. Any individual who is removed from a game on a second occasion during an academic year (September-May) shall be ineligible to participate in ALL INTRAMURAL RECREATION leagues/tournaments for twelve (12) months from the date of the second removal.
3. Any individual who pushes/strikes an official shall be ineligible to participate in ALL INTRAMURAL RECREATION leagues/tournaments for twelve (12) months from the date of the incident.

J. Eligibility Checks

1. The Intramural Recreation Department does not assume the responsibility for checking the eligibility of all participants.
2. All cases of ineligibility brought to the attention of the Director will be dealt with according to the previous rules of eligibility.

II. CAPTAIN'S RESPONSIBILITIES

- A. To be aware of the entry deadlines and submit appropriate and completed entry form and fee as early as possible.
- B. To obtain tournament rules and review them with team members, prior to first game.
- C. To attend announced captain's meetings, or send a team representative.

- D. To appoint a co-captain to act as a spokesperson in the absence of captain.
- E. To keep his/her address and telephone number up to date in the Intramural Recreation Office.
- F. To report all roster changes/additions to the Intramural Recreation Office before the start of the tournament.
- G. To be familiar with all eligibility rules and see that his/her team adheres to them.
- H. To inform all team members of the proper place and time of all games/contests.
- I. To be sure your team does not forfeit.
- J. To assemble team at official's request immediately prior to the start of the game/contest to check the team roster.
- K. To assist the officials in distributing and collecting game jerseys/equipment.
- L. To provide a "spotter" to assist the game scorekeeper when appropriate.
- M. To arrange with the director for new dates of any postponed games/contests.
- N. To be the sole spokesperson for the team in conferring with the officials.
- O. To control the conduct of team members and spectators directly related to his/her team. The conduct of spectators before and after the game is as important as their conduct during the game. Team captains will be held responsible for individual and group conduct at these times, as well as during the game/contest.
- P. To make sure that he/she understands completely the playing rules for the activity and the Intramural Recreation rules and regulations as outlined in this handbook BEFORE COMPLAINING!
- Q. TO BE A LEADER that players and officials can respect.

III. CAPTAIN'S MEETINGS

- A. Captain's meetings will be scheduled for team activities.
- B. Team captains (or their appointed representative) are required to attend this announced meeting.
- C. Teams failing to be represented at this meeting shall be given last consideration in the drawing up of schedules.
- D. A team may be eliminated from a league in which there are a limited number entries if it is not represented at the captain's meeting and there are a surplus of teams that are represented at the meeting seeking entry into the league.

IV. ENTRY DEADLINES

- A. Entry deadlines shall be posted around campus and on the Intramural Recreation bulletin boards.
- B. Entries shall not be accepted after the announced deadlines except in instances when the entry will fit into an already drawn up schedule and then only before the league/tournament has begun.

V. ENTRY ROSTERS

- A. All entries, individual and team, MUST be on official Intramural Recreation entry rosters, which are available at the Intramural Office (G-12) in Decker Gym.
- B. Entry Rosters should be accurate and legible as it is sometimes necessary to contact the individuals/team regarding the rescheduling of games/contests.
- C. Be sure you have the correct entry roster for each Intramural Recreation Activity.
- D. Entry rosters for an activity shall be registered in the Intramural Recreation Office with at least the minimum number of players and no more than the maximum number allowed for the activity before the announced deadline.
- E. All team entries are a first entered first served basis.
- F. Completed entry rosters shall be considered as the team roster once the tournament has started.
- G. Roster changes and/or additions to the maximum number of players allowed for that activity may be made up until the first scheduled game/contest.
- H. The Director reserves the right to censor all team names.
- I. There is a five dollar (\$5) entry fee per team for all activities. Teams are not considered entered until the fee has been paid.

VI. LIMITED ENTRIES

- A. There will be a limit as to the number of teams accepted in some activities due to equipment, budget, time and facilities that are necessary and available to conduct tournaments in these activities.

VII. POSTPONEMENTS

- A. A scheduled game/contest may be postponed only by the Director, or appointed representative (official, game supervisor).
- B. Weather, a college function, or an unanticipated use of scheduled facilities will be considered a cause for postponement. SOCIAL FUNCTIONS WILL NOT BE CONSIDERED AS CAUSE.
- C. No postponements will be made because of absence of team members.
- D. If two (2) teams/individuals postpone a game/contest without the sanction of the Director, both teams/individuals shall be charged with a forfeit.
- E. The Director will not postpone games/contests before 3:00 p.m.
- F. In case of inclement weather, team captains should call (662-4441) or stop by the Intramural Recreation Office in Decker Gymnasium after 3:00 p.m.
- G. Game officials/supervisors may make last minute postponements on the field/court due to a sudden change in weather.
- H. Dates for rescheduled games/contest will be posted on the Intramural Recreation bulletin boards. It shall be the responsibility of the team captain/individual to check following the postponement, of these dates.
- I. Postponed games/contests, if they are rescheduled, must be played before the start of any play-offs for that activity.

VIII. FORFEITS

- A. Forfeited games/contests will not be rescheduled.
- B. A team/individual who forfeits a game/contest shall be charged with a loss.
- C. A team that forfeits games on two (2) playing dates may be automatically eliminated from the tournament and shall lose its entry fee. Each of the remaining opponents will be notified and given a victory for the scheduled game/contest.
- D. A team allowing an ineligible individual to participate shall forfeit all game/contests in which the ineligible individual participated.
- E. If a team/individual does not appear ready to participate on the proper field/court within the allowable time as stated in the rules for that activity, the officials/supervisor in charge of the game/contest shall declare the game/contest forfeited to the team/individual ready to participate.
- F. If two (2) teams/individuals scheduled to play each other fail to show up within the allowable time as stated in the rules for that activity, the official/supervisor in charge shall declare a double forfeit.
- G. A team must field at least the minimum number of players as stated in activity within the allowable time or shall forfeit the game/contest.
- H. A team/individual leaving the field/court of play before the game/contest is completed or called by the official/supervisor in charge, shall forfeit the game/contest.
- I. When obtaining a win by forfeit, the winning team/individual must have/be present within the allowable time, at least the minimum number of players as stated in the rules for that activity.
- J. A team allowing an ineligible individual to participate during a play-off game/contest shall automatically forfeit the game/contest, and be eliminated from the remainder of the play-offs.
- K. The Director, game officials, or supervisor immediately responsible for a game/contest may call off a game/contest before its conclusion if in their judgement, continued participation may be injurious to the participants, officials, or spectators, and charge both teams with a forfeit.

IX. PROTESTS

- A. Protests concerning the question of judgement calls by officials shall not be considered.
- B. Protesting captains must inform the game officials in a COURTEOUS MANNER immediately following the incident in question of his/her intent to file a protest.
- C. The officials in charge are to notify both teams that the game is being played under protest.
- D. Do not wait until game/contest is completed to register a protest with the officials and captain of the opposing team.
- E. A protest must be filed in writing at the Intramural Recreation Office by twelve noon the day following the game/contest.
- F. A written protest should contain all background information necessary for making a decision, Fraudulent, inaccurate, or incomplete information tends to discredit the protest.

- G. A protest on a rule interpretation must state the specific rule applicable to the protest.
- H. Both team captains and the game officials shall be permitted to present information as regards to a protested situation.
- I. It shall be the responsibility of the Director, or an appointed representative to review all protests and decide whether the grounds for protest are sufficient enough to warrant consideration by a protest board.
- J. Protests that are honored may result in the playing of a complete new game.

X. UNSPORTSPERSONLIKE CONDUCT

- A. The following are unquestionably considered unsportspersonlike conduct and subject the offenders to removal from the game/contest without warning by the officials in charge:
 - 1. Fighting with players or spectators
 - 2. Striking an official
 - 3. Unnecessary roughness
 - 4. Profanity
 - 5. Being intoxicated
 - 6. Being under the obvious influence of illegal drugs
 - 7. Continued disregard for the official's decisions/directions
 - 8. Unnecessary abuse of equipment/facilities
- B. Continued unnecessary roughness by a team(s) will result in the forfeiture of the game/contest by that team(s).
- C. Any individual who is removed from a game by the official in charge, the game supervisor or the Director shall be ineligible to participate in his/her team's games on the next two (2) dates of play.
- D. Any individual who is removed from a game on a second occasion during an academic year (September-May), shall be ineligible to participate in ALL INTRAMURAL RECREATION LEAGUES/TOURNAMENTS for twelve (12) months from the date of the violation.

XI. ALCOHOL AND DRUGS

- A. Any individual whose physical condition, in the judgement of the Director, intramural recreation supervisors, the game/contest officials or managers, is such that participation may be injurious to themselves or other participants, because of excessive imbibing of alcoholic beverages, or who obviously is under the influence of substances (drugs) considered illegal, may be barred from entering, or subject to removal from the game/contest, and not allowed to participate again that day.
- B. An individual who is barred or removed from a game/contest on two (2) different occasions during an academic year for the above reasons, shall be declared ineligible for further participation in Intramural Recreation activities for the remainder of that academic year.

XII. THEFT/DAMAGE OF EQUIPMENT/FACILITIES

Any individual(s) found guilty of stealing Intramural Recreation equipment, or of willfully damaging/destroying equipment or facilities, or of gross misconduct while in/on the facilities, shall be barred from Intramural Recreation and open recreation (gym) indefinitely. The individual(s) will further be brought to the attention of the Vice President of Student Services.

XII. LEAGUE TIES

A. Two way ties:

If two (2) teams in a league finish with an identical won and loss record, the team that won the game/contest between the two teams during regular league play, shall earn the position for which there is a tie.

The other teams shall be placed in the following position in the standings.

B. Three way ties:

1. The team having won the game/contest from both the other teams during regular league play shall earn the position for that league, or,

2. If none of the three (3) teams have defeated the other two (2) teams during the regular league play, a single elimination play-off will be held with the team drawing the bye playing the winner of a game/contest between the other two (2) teams.

XIV. AWARDS

- A. All members of championship teams who have competed in at least 25% of their team's games may receive an award shirt.

NOTES :

1985-86 PARTICIPATION

NUMBER OF ACTIVITIES

	1	2	3	4	5	6
Number of Participants	413	128	58	13	8	3

Total Participants 623

Participants in 5 activities during 1985-86

Terry Brady
Steve Jordan
Brian Lenker
Tom Porack
Jeff Stuckey
Henry Trout
Doug Zehner
Lisa Ziegler

Participants in 6 activities during 1985-86

Mark Anelli
Tracey Kio
Dan Lane

1985-86 INTRAMURAL RECREATION STUDENT EMPLOYEES

Sue Jan Bertram
Stephanie Boyanowski
Julie Burfield
Penny Burnett
Deborah Cook
Steve Clarke
Brenden Cregen
Beth Crist
Jim Enderle
Tom Feil
Jennifer Robinson
Dave Guerrera
Mike Guidice
Jim Gulick
George Hall
Leann Hanson
Julie Harrell
Kevin Harris
Todd Hoskins

Valerie Kemmer
Ange Kijek
Sharon Klock
Konnie Krovetcz
Roger Martell
Julie Moffat
Colleen Nelson
Darlene Nester
Susan Nye
Chris Painter
Jennifer Robinson
Sandy Sanders
Julia Schmidt
Leo Schultz
Tom Sholtis
Todd Strohe
Beth Whitely
Mike Zink
John Zubaly

HOW DID YOU PLAY?

How did you play when the game was on.
When the odds were great and hope was gone?
When the enemy team, with aim so true,
Was dragging the victory away from you?
When strength and speed and endurance quit,
Did honor keep pace with determined grit?
Did you keep the faith with the rules of the game?
Did you play up square without fear or shame?
Did your smile or cheer make the team your friend,
As you fought it through to the bitter end?
Did your self-respect rise a notch or two?
Are you a bigger man now the game is through?

— William Ralph LaPorte

* * * * *

Cover Drawing by:

Colleen Coyle ... Class of '76, Mansfield University

Typed by:

Ann Marie Beuter ... Secretary, HPE/Athletic Department, Mansfield University
Erin Trainer ... Student Secretary, Athletic Department, Mansfield University

Printed by:

Daniel Davis ... Duplicating Department, Mansfield University
Larry Sherman ... Duplicating Department, Mansfield University
James Treat ... Duplicating Department, Mansfield University

Handbook Compiled by:

A. Hugh Schintzius, Intramural Recreation Director

